

1st Merrickville

Spring Cub Camp

May 6th - 8th, 2005

Name	Category	Tenderpad	Tent	Six	Paid
Bacon, L	Cub		2	Blue	\$25.00
Bacon, M	Cub	Yes	2	Black	\$25.00
Barr, W	Cub		5	Yellow	\$25.00
Beelich, A	Cub		6	Black	\$25.00
Belanger, M	Cub		1	Blue	\$25.00
Belanger, R	Cub		1	Black	\$25.00
Brown, Matthew	Cub		6	Blue	\$25.00
Cameron, N	Cub	Yes	3	Blue	\$25.00
Catton, S	Cub		3	Yellow	\$25.00
Cornelisse, M	Cub		5	Green	\$25.00
Gale, C	Cub		5	Green	\$25.00
<censored>	Cub		6	Blue	\$8.33
Hitsman, H	Cub		4	Yellow	\$25.00
Jackman, G	Cub		4	Black	\$25.00
Malcolmson, A	Cub		2	Yellow	\$25.00
McKay, A	Cub		3	Yellow	\$25.00
Reade, A	Cub		1	Green	\$25.00
Sargent, S	Cub		2	Yellow	\$25.00
Skelhorne, B	Cub		6	Blue	\$25.00
Stewart, J	Cub		3	Yellow	\$25.00
Stewart, M	Cub	Yes	4	Green	\$25.00
Yates, H	Cub	Yes	2	Green	\$25.00
Yates, L	Cub		1	Black	\$25.00

Name	Tent
Belanger, M	1
Belanger, R	1
Reade, A	1
Yates, L	1
Bacon, L	2
Bacon, M	2
Malcolmson, A	2
Sargent, S	2
Yates, H	2
Cameron, N	3
Catton, S	3
McKay, A	3
Stewart, J	3
Hitsman, H	4
Jackman, G	4
Stewart, M	4
Barr, W	5
Cornelisse, M	5
Gale, C	5
Beelich, A	6
Brown, M	6
<censored>	6
Skelhorne, B	6

Jackman, Elizabeth	Activity Leader
Cornelisse, Peter	Leader
Jackman, Mike	Leader
Sargent, Robert	Leader
Yates, Allan.	Leader
Stewart, Greg	Adult
Catton, B	Scout
Stewart, B	Scout

Six	Count
Black	5
Blue	6
Green	5
Yellow	7

Tenderpad six colour temporary for camp.

Tent	Leader	Meal		Count
1				4
2				5
3				4
4				3
5				3
6				4
Total				23

Item	Cost	Notes
Water balloons (800)	\$9.20	
Food	\$59.04	
Food	\$165.98	
Food	\$73.10	
CO2 cartridges	\$5.00	
Pellets	\$0.50	
Pellet gun knock down targets	\$21.56	
Propane, 1lbs (9)	\$40.33	
Propane, 20lbs (2)	\$31.97	
Food	\$18.35	
Clothes pegs (600), mantles (9), post-it note cube	\$48.05	
J-cloth, dish detergent	\$4.65	
Tent pole repair	\$11.49	
Apple corer/slicer	\$6.89	
Marshmallow stick container repair	\$1.93	
Can openers	\$22.61	
Tent pegs	\$18.60	
Total	\$539.25	
Revenue	\$558.33	
Net Profit (Loss)	\$19.08	
Net Profit (Loss) / Cub	\$0.83	

Day	Meal	Menu	Ingredients	Quantity	Notes		
Friday	Mug-Up	Hot chocolate	Hot chocolate	Large tin			
		Marshmallows	Mini-marshmallows	1/2 bag			
		Fruit dipped in chocolate syrup	Milk	2 liters			
			Marshmallows	1 large bag			
			Chocolate syrup	2	From banquet		
		Apples, cored and segmented	30				
Saturday	Breakfast	Porridge	Oatmeal (regular)	1 bag			
		Sausages	Brown sugar	1 bag			
		Eggs	Eggs	2 dozen			
		Toast	Sausages (flat)	60			
			Bread, white	2 loaves			
			Jam	1 jar			
	Lunch	Soup	Chicken noodle soup (cans)				
		Hotdods w/fried buns	Hotdogs	60			
		Apples	Hotdog buns (sliced)	60			
		Bananas	Butter	1/2 lbs			
			Ketchup	1			
			Mustard	1			
			Mayonaise	1			
			Relish	1			
	Supper	Chilli (see recipe)	Chilli Concarne	Chilli Concarne		From previous camp	
			Corn chips	Corn chips	2 bags		
			Kidney beans	Kidney beans			
			Tomato soup	Tomato soup			
			Chilli powder	Chilli powder	1 bag		
Shredded cheese			Shredded cheese				
Ground beef			Ground beef				
Onions			Onions				
Mug-Up			Hot chocolate	Hot chocolate	Hot chocolate		From above
				Marshmallows	Mini-marshmallows	1/2 bag	
	Brown Bears	Milk		2 liters			
		Marshmallows		1 large bag			
		Pillusbury dough		12			
		Cinnanmon		1 tin			
		Granulated sugar		1/2 lbs			
		Butter		1/2 lbs			
		Tinfoil		1 roll			
Sunday	Breakfast	Porridge	Oatmeal		From above		
		Sausages	Brown sugar		From above		
		Eggs	Eggs	2 dozen			
		Toast	Sausages (flat)	60			
			Bread, white	2 loaves			
			Jam		From above		
	Lunch	Subs	Sliced meat	Sliced meat			
			Lettace	Lettace	1 bag		
			Mayonaise	Mayonaise		From above	
	All	Snacks	Juice	Fruit crystals	25 litres	From previous camp	
Fruit			Apples (red & green)	30			
Trail mix			Bananas	30			
Coffee			Trail mix		From previous camp		
Vegetables			Coffee	1 tin			
			Cream	1 liter			
			Carrot sticks	2 bags			
			Oreo cookies	2 pkgs	From previous camp		

Chili

Cut up bacon into 1 inch pieces and fry.

Add chopped onion, celery, and the two packages of hamburger.

Cook until hamburger is browned.

Transfer to a large pot and add the following:

Two large cans of tomato soup (do not dilute)

Large can of kidney beans (drain off some of the liquid, but not all)

Large can of chili

4 cans of baked beans

Add chili powder to taste (start with 6 tablespoons)

If chili is too thick, there is an extra can of tomato soup packed.

Serve with tortilla chips, and top with shredded cheese.

Hotdogs

Butter both sides of hot dog bun and fry like a grilled cheese sandwich

Boil hot dogs so there the grill can be used for the buns

Brown Bears

Melt butter

Mix cinnamon and granulated sugar

Wrap tinfoil around marshmallow stick

Wrap Pillsbury dough, one layer thick, over tinfoil

Toast until fully cooked

Spoon melted butter over cooked dough

Sprinkle with sugar/cinnamon mixture

Date	Time	Activity	Who	Prime	Where
Friday	7:00pm	Arrive Whispering Pines	All		
	7:00pm - 8:00pm	Setup tents, get water, hangup uniforms Cub/Scout infiltration information	All		Campsite
	8:00pm	Rules, schedule	All	Peter	Campsite
	8:00pm - 9:00pm	Free time	Cubs		All
	9:00pm - 9:30pm	Scareathon	Cubs		Common areas
	9:30pm - 10:00pm	Wide game - Hares & Hounds	All	Allan	All
	10:00pm	Astronomy	All		Main field
	9:30pm - 10:30pm	Campfire, Mug-up	All		Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs		Campsite
	11:00pm	Bed	Cubs		Tents
	11:00pm - 11:30pm	Quiet talking	Cubs		Tents
Saturday	7:00am	Wakeup	All		Campsite
	7:00am	Archery, pellet rifles, pellet gun	Those awake	Allan	Main field
	7:30am - 8:30am	Breakfast, wash dishes, brush teeth, hang sleeping bags	All		Campsite
	8:30am	Tent inspection	Leaders	Peter	Campsite
	8:45am	Opening, rules, schedule	All	Peter	Campsite
	9:00am - 12:00pm	Activities, by sixes, rotate every 45 minutes	All		All
	12:00pm - 1:00pm	Lunch & wash dishes	All		Campsite
	1:00pm - 2:00pm	Campfire battle	All	Allan	
	2:00pm - 3:00pm	Assault course relay race	All	Allan	Near main field
	3:00pm - 4:30pm	Bungee running (weather permitting) or wide game (capture the flag)	All	Allan	Main field or All
	4:30pm - 5:30pm	Free time, bring sleeping bags in	Cubs		All
	5:30pm - 6:30pm	Supper, wash dishes	All		Campsite
	6:30pm - 7:30pm	Wide game - Mowgli's Card Game	All		Campsite
	7:30pm - 7:45pm	Practice skits	All		Campsite
	7:45pm - 8:30pm	Free time	All		All
	8:30pm - 9:00pm	Scareathon or capture the flag	Cubs		Common areas
	9:00pm - 9:30pm	Campfire, skits, songs	All		Campsite
	9:30pm - 10:30pm	Campfire, Mug-up	All		Campsite
	10:30pm - 11:00pm	Brush teeth	Cubs		Campsite
	11:00pm	Bed	Cubs		Tents
	11:00pm - 11:30pm	Quiet talking	Cubs		Tents
Sunday	7:00am	Wakeup	All		Campsite
	7:00am	Archery, pellet rifles, pellet gun	Those awake	Allan	Main field
	7:30am - 8:30am	Breakfast, wash dishes, brush teeth	All		Campsite
	8:30am	Tent inspection	Leaders	Peter	Campsite
	9:00am - 10:30am	Build catapults & battle	All		Main field
	10:30am - 11:00am	Change into dry clothes	Cubs		Campsite
	11:00am - 11:30am	Tear down assault course	All		Near main field
	11:30am - 12:00pm	Lunch	Cubs		Main field
	12:00pm - 12:30pm	Pack personal gear, change into uniform, strike tents	Cubs		Campsite
	12:30pm	Parents arrive	Parents		Campsite
	12:30pm - 1:00pm	Complete camp cleanup	All		Campsite
	1:00pm	Closing, review infiltration	All	Peter	Campsite
	1:00pm	Departure	All		Campsite

Cub / Scout Infiltration

Description	Equipment	Location
During the weekend, Cubs can try and infiltrate the Scout's campsite and memorise the objects in the centre. Be warned, the Scouts will be prepared to repel boarders (with water balloons!) if they see the Cubs.	Board with objects fasten to it (like a Kim's game), water balloons	Scout campsite (probably at the top of the hill above the lake)

Friday Night Wide Game - Hares & Hounds

Description	Equipment	Location
Leaders and/or Scouts (hares) go off in the woods. Periodically they blow a whistle or set off a photographic flash and keep moving/hiding. The Cubs (hounds) try to find the hares. When found, the hare hands a piece of wool to the finding Cubs (buddies naturally). The hare then runs/hides again. Two whistle blasts to end the game. Six with the most wool wins.	Wool (from Nigel's Navy), whistles and/or photographic flashes	All

Saturday Morning activity bases, rotate every 45 minutes

Activity Bases	Description	Equipment	Location
Blindfold course	One Cub is blindfolded, and the others need to direct him around a short course. An object has to be picked up half way and dropped in a container at the end of the course. Spin Cub first.	Blindfold, tennis ball, bucket	1st Elmsley campsite
Fire Lighting	Each Cub to light their own fire using matches. Use exploding paint cans.	Dry twigs, kindling, tinder, matches, water, tins, hammer	1st Beckwith campsite
Assault Course	Build as many obstacles as time permits. Build so two Cubs can go at once in a relay race (in the afternoon). Cubs to come up with ideas, the following are suggestions if needed. Crawl under tarpaulin Postman's bridge Swinging log Inclined log Tire hung from tree Climbing wall from poles lashed to trees Rope climb Scramble net Balance beam Jacob's Ladder (inclined rope for climbing down)	Rope, tarp, pegs, mallet, car tires	Near main field
Orinteering	Follow orienteering course setup by Scouts	Compasses	All

Saturday Afternoon Activities

Activity	Description	Equipment	Location
Campfire battle	Each six builds a campfire in a corner of the field; as big as they can. They then try to put out each others campfire with styrofoam cups of water taken from a bucket in the middle of the field. Last campfire burning wins. Anything goes.	Matches, kindling, wood, buckets, water, styrofoam cups	Main field
Capture the Flag	Cubs each have a coloured clothes peg on pegged to them. If their clothes peg gets taken by the other team, they have to go back to their base to get a new one. A teams flag is worth 50 points. Each stolen clothes peg is worth one point. The team with the most points at the end wins.	Clothes pegs, two colours, two flags	All
Bungee Running	Cubs are attached to bungee cord and try and run along a soaped plastic sheet. When they eventually slip, they get pulled back by the bungee cord.	Polyethylene sheet (50' long), 30' bungee cord, climbing harness (2), Karabiners, anchor rope, water, dish detergent, sprayer, fact sheet	Main field
Mowgli's Card Game	Two teams. Leader one sets off with all the cards. Team A must find Leader one and get a card off him, this card must then be taken to Leader two who then keeps it, then Team A get another card and so on. Team B must try and stop Team A getting their cards to Leader two by tagging them or by a bit of force. Once team B have the card, team A can not get the card back. Team B must then take the card to Leader three who keeps it. All the leaders are constantly moving about so the teams find it difficult to find the Leaders. No guarding the leaders. A Cub can only possess one card at a time. Team A can't take cards off Team B. Team whose leader has the most points at the end wins. Points: Pink = 1, Green = 2, Blue = 3, Yellow = 15	100 squares of cardboard. Top cards have low values, bottom cards have higher values. One Mowgli trick card worth 15 points anywhere in deck.	All

Sunday Morning Activities

Activity	Description	Equipment	Location
Pioneering	Each six builds a catapult. Battle follows with water balloons.	Broom sticks, twine, catapult elastic	Main field

Stay with a buddy when off the campsite. Six loses points if caught without a buddy.

Wear a whistle at all times.

Turn in all matches, knives, and electronic equipment.
No penalty at the beginning of the camp, forfeiture if found later on.

Three whistles blasts multiple times if lost or in an emergency.

If lost, hug a tree.

First aid problems, come see a leader.

Uniforms to stay on hanger (provided).

No climbing the steep rocks at Witches Peak.

Cubs that just went up to Scouts have to respect Cub rules as this is a Cub camp.

No food or drinks are permitted in the tents.

Return to camp upon hearing a whistle blast.

Ask a leader before leaving camp.

Stay away from the lake.

Watch for Poison Ivy.

Tender pads, stay with an older Cub until you know your way around the camp.

Cub Camping

Item	Quantity	Location	Notes
Container, Water	4	Scout Room	
Cooler, drink	1	Allan	
Cooler, large	2	Allan	
Flag, Canada	1	Scout Room	
Flag, Cub	1	Scout Room	
Griddle, 3 burner	1	Scout Room	
Lantern, propane	3	Scout Room	
Matches, box	2	Allan	
Patrol boxes	2	Scout Room	
Rope, for sleeping bags	1	Scout Room	
Rope, for tarps	3	Scout Room	
Stove, 3 burner	2	Scout Room	
Tank, propane, 1 lbs	8	Scout Room	
Tank, propane, 20 lbs	4	Allan	
Tarp	3	Scout Room	
Tent, Cub	6	Mike	
Twine, baler	1	Scout Room	
Marshmallow sticks	30	Scout Room	
Clothes hangers	30	Scout Room	
First Aid Kit	1	Scout Room	

Scout Camping

Item	Quantity	Location	Notes
Stove, 2 burner	1	Scout Room	
Tank, propane, 1 lbs	4	Scout Room	
Lantern, propane	1	Scout Room	
Tent, Scout	1	Scout Room	
Frying pan	1	Scout Room	
Saucepan	2	Scout Room	
Matches, box	1	Allan	
First Aid Kit	1	Scout Room	
Washbasin	2	Scout Room	
Dish detergent	1	Scout Room	
Paper towel	1	Scout Room	

Activities

Item	Quantity	Location	Activity
Archery target	2	Allan	Archery
Archery target holders	10	Allan	Archery
Arrows	36	Allan	Archery
Blindfold	1	Allan	Blindfold course
Bows	2	Allan	Archery
Broomstick	47	Scout Room	Catapults
Bucket	4	Allan	Campfire battle, blindfold course
Bungee running kit	1	Allan	Bungee running
Campfire skit	4	All	Campfire
Catapult elastic	4	Allan	Catapults
Clothes pegs, two colours	200	Allan	Capture the flag
CO2 cartridges	10	Allan	Pellet shooting
Compasses	Many	All	Orienteering
Flags	2	Allan	Capture the flag
Game, Nigel's Navy	1	Scout Room	Hares & Hounds game
Hammer	1	Allan	Fire lighting bombs
Hay	?	?	Archery
Kim's game board	1	Allan	Infiltration
Mowgli's cards	100	Allan	Mowgli card game
Paint can	30	Scout Room	Fire lighting bombs
Pellet knock down target	4	Allan	Pellet shooting
Pellet pistol	1	Allan	Pellet shooting
Pellet rifle	2	Kevin	Pellet shooting
Pellet rifle	1	Allan	Pellet shooting
Pellet rifle	1	Robert	Pellet shooting
Pellets, tin	1	Allan	Pellet shooting
Rope & peg box	1	Scout Room	Assault course
Ropes	30	Scout Room	Assault course
Styrofoam cup	50	Scout Room	Campfire battle
Tarp	2	Allan	Assault course
Tennis ball	4	Allan	Blindfold course
Tires	2	Mike	Assault course
Water balloons	200	Allan	Catapults, infiltration
Safety glasses	5	All	Pellet shooting

Six Points

Activity	Green	Yellow	Blue	Black
Initial	100	100	100	100
Assault Course				
Campfire Battle				
Infiltration				
Buddy System				
Hares & Hounds				
Mowgli's Card Game				
Capture the Flag				
Total				

- +20 points for winning a game (each six if two sixes together)
- 5 points for being found without a buddy
- +50 points for the best infiltration (most # items remembered)

Infiltration Kim's Game

Item	Green	Yellow	Blue	Black
Pipe cleaner				
Ribbon				
Leaf				
Twig				
Crest				
Pen				
Pencil				
Bolt				
Spoon				
Film canister				
Rope				
String				
Battery				
Lighter				
Rock				
Woggle				
Mantle				
Match				
Straw				
Paint brush				
Total				